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Poster session: Parallelizing the buckshot algorithm for efficient document clustering

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Eric C. Jensen, Steven M. Beitzel, Angelo J. Pilotto, Nazli Goharian, Ophir Frieder

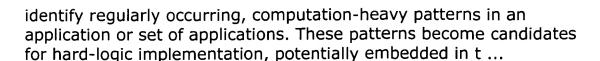
Proceedings of the eleventh international conference on Information and knowledge management November 2002

We present a parallel implementation of the Buckshot document clustering algorithm. We demonstrate that this parallel approach is highly efficient both in terms of load balancing and minimization of communication. In a series of experiments using the 2GB of SGML data from TReC disks 4 and 5, our parallel approach was shown to be scalable in terms of processors efficiently used and the number of clusters created.

Session S8.2: system synthesis: Instruction generation and d regularity extraction for reconfigurable processors Philip Brisk , Adam Kaplan , Ryan Kastner , Majid Sarrafzadeh Proceedings of the international conference on Compilers, architecture, and synthesis for embedded systems October 2002

100%

The increasing demand for complex and specialized embedded hardware must be met by processors which are optimized for performance, yet are also extremely flexible. In our work, we explore the tradeoff between flexibility and performance in the domain of reconfigurable processor design. Specifically, we seek to



3 Function-based object model towards website adaptation 100% Jinlin Chen , Baoyao Zhou , Jin Shi , Hongjiang Zhang , Qiu Fengwu Proceedings of the tenth international conference on World Wide Web April 2001 **4** A parallel bottom-up clustering algorithm with applications to 100% d circuit partitioning in VLSI design Jason Cong, M'Lissa Smith Proceedings of the 30th international on Design automation conference July 1993 **5** PROP: a recursive paradigm for area-efficient and performance 99% d oriented partitioning of large FPGA netlists Roman Kužnar, Franc Brglez Proceedings of the 1995 IEEE/ACM international conference on Computer-aided design December 1995 99% **6** A fast and stable hybrid genetic algorithm for the ratio-cut d partitioning problem on hypergraphs Thang Nguyen Bui, Byung Ro Moon. Proceedings of the 31st annual conference on Design automation conference June 1994 Multi-way netlist partitioning into heterogeneous FPGAs and 99% minimization of total device cost and interconnect Roman Kužnar, Franc Brglez, Baldomir Zajc Proceedings of the 31st annual conference on Design automation conference June 1994 **8** Physical Design: Efficient circuit clustering for area and power 99% d reduction in FPGAs Amit Singh , Malgorzata Marek-Sadowska

Tenth ACM International Symposium on Field-Programmable Gate

We present a routability-driven bottom-up clustering technique for area and power reduction in clustered FPGAs. This technique uses a

cell connectivity metric to identify seeds for efficient clustering. Effective seed selection, coupled with an interconnect-resource aware clustering and placement, can have a favorable impact on

Arrays February 2002

2 of 5

circuit routability. It leads to better device utilization, savings in area, and reduction in power consumption. Routing area reduction of 35% is achieved over previously ...

9 Hierarchial clasterization, decomposition and multilevel

99%

macromodeling—the effective and efficient tools to solve the sigh and very high size combinatorial circuit type problems (abstract only)

Roman Bazylevych

Proceedings of the symposium on Contemporary computing in Ukraine February 2000

The paper gives a generalization of author and his scientific group recent works in combinatorial non-polynomial high and very high size problems that appear in physical design automation of electronic devices including VLSI and SoC. The optimal circuit reduction method is marked as the better tool to recognize the hierarchical cluster structure of the circuit. Its possibilities to solve the wide spectrum of various problems, including forced hierarchical partitioning with given constraints, ...

10 Realizing the performance potential of the virtual interface

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Evan Speight, Hazim Abdel-Shafi, John K. Bennett Proceedings of the 13th international conference on Supercomputing May 1999

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T. Y. Lin

Proceedings on the 1992-1993 workshop on New security paradigms August 1993

13 Multilevel circuit partitioning

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14 Hierarchical partitioning

d Dirk Behrens , Klaus Harbich , Erich Barke Proceedings of the 1996 IEEE/ACM international conference on Computer-aided design January 1997

15 A unified cost model for min-cut partitioning with replication d applied to optimization of large heterogeneous FPGA partitions Roman Kužnar, Baldomir Zajc, Franc Brglez Proceedings of the conference on European design automation conference September 1994

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16 A parallel algorithm for record clustering

98%

d Edward Omiecinski , Peter Scheuermann ACM Transactions on Database Systems (TODS) December 1990 Volume 15 Issue 4

We present an efficient heuristic algorithm for record clustering that can run on a SIMD machine. We introduce the P-tree, and its associated numbering scheme, which in the split phase allows each processor independently to compute the unique cluster number of a record satisfying an arbitrary query. We show that by restricting ourselves in the merge phase to combining only sibling clusters, we obtain a parallel algorithm whose speedup ratio is optimal in the number of processors used. Final ...

17 Data placement in Bubba

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George Copeland , William Alexander , Ellen Boughter , Tom Keller Proceedings of the 1988 ACM SIGMOD international conference on Management of data June 1988

This paper examines the problem of data placement in Bubba, a highly-parallel system for data-intensive applications being developed at MCC. " Highly-parallel" implies that load balancing is a critical performance issue.

" Data-intensive" means data is so large that operations should be executed where the data resides. As a result, data placement becomes a critical performance issue. In general, determining the optimal placement of d ...

18 Dynamic file allocation in disk arrays

Gerhard Weikum, Peter Zabback, Peter Scheuermann



19 Fractals for secondary key retrieval

97%

C. Faloutsos , S. Roseman

Proceedings of the eighth ACM SIGACT-SIGMOD-SIGART symposium on Principles of database systems March 1989

In this paper we propose the use of fractals and especially the Hilbert curve, in order to design good distance-preserving mappings. Such mappings improve the performance of secondary-key- and spatial- access methods, where multi-dimensional points have to be stored on an 1-dimensional medium (e.g., disk). Good clustering reduces the number of disk accesses on retrieval, improving the response time. Our experiments on range queries and nearest neighbor queries showed that the proposed Hilbe ...

20 Distributed data clustering can be efficient and exact George Forman, Bin Zhang
ACM SIGKDD Explorations Newsletter December 2000
Volume 2 Issue 2

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Proceedings of the 10th annual ACM symposium on User interface software and technology October 1997

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Ram Ramanathan , Martha Steenstrup
Mobile Networks and Applications June 1998
Volume 3 Issue 1

MMWN is a modular system of adaptive link- and network-layer algorithms that provides a foundation on which to build mechanisms for quality-of-service provision in large, multihop mobile wireless networks. Such networks are a practical means for creating a communications infrastructure where none yet exists or where the previously existing infrastructure has been severely damaged. These networks provide communications for such diverse purposes as tactical maneuvering and strategic planning ...

Replication for logic bipartitioning

Morgan Enos , Scott Hauck , Majid Sarrafzadeh Proceedings of the 1997 IEEE/ACM international conference on Computer-aided design November 1997

4 Session 6A: placement II: Effective partition-driven placement with simultaneous level processing and global net views Ke Zhong , Shantanu Dutt

82%

Proceedings of the 2000 IEEE/ACM international conference on Computer-aided design November 2000

In this paper we take a fresh look at the partition-driven placement (PDP) paradigm for standard-cell placement for wire-length minimization. The goal is to develop several new algorithms for incorporation into a PDP framework that can rectify the well-known drawbacks of traditional PDP (increasingly localized view of nets with increasing levels of the partitioning tree, min-cut objective, inaccuracy and cost of terminal propagation (TP), irreversibility of move decisions), while preserving its ...

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3D freehand ultrasound images

Youwei Zhang , Robert Rohling , Dinesh K. Pai

Proceedings of the conference on Visualization '02 October 2002

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Paul Bradley , Johannes Gehrke , Raghu Ramakrishnan , Ramakrishnan Srikant

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Hyunchul Shin, Alberto L. Sangiovanni-Vincentelli, Carlo H. Séquin Proceedings of the 23rd ACM/IEEE conference on Design automation July 1986

A new technique for 2-dimensional layout compaction of integrated circuits is presented. After a traditional one-dimentional precompaction step, the size of the layout is further reduced with a technique that bears a strong similarity to the technique of 'zone-refining' used in the purification of crystal ingots. Individual circuit components or small clusters of components are peeled off row by row from the precompacted layout, moved across an open zone, and reassembled at the other end of ...

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12 An integrated platform for reliable multicast support in the regional 80% mobile-IP environment

Hassan Omar , Tarek Saadawi , Myung Lee

ACM SIGMOBILE Mobile Computing and Communications Review April 2002

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Supporting reliable delivery of multicast datagrams, in IP networks, may necessitate the introduction of new elements and features. Further, considerable additional signaling may be required to support this service. Providing a platform that efficiently supports IP multicast

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14 Coordination models, languages and applications: Unstructured agent matchmaking: experiments in timing and fuzzy matching Elth Ogston, Stamatis Vassiliadis

Proceedings of the 17th symposium on Proceedings of the 2002 ACM symposium on applied computing March 2002

We investigate distributed matchmaking within an multi-agent system in which agents communicate in a peer-to-peer fashion with a limited set of neighbors. We compare the performance of a system with synchronized time to that of systems using several different models of continuous time. We find little difference between the two, indicating that the ordering of events does not play a part in computation. We also compare a system in which matches are made deterministically between discrete task cat ...

15 Placement: Consistent placement of macro-blocks using floorplanning and standard-cell placement Saurabh N. Adya , Igor L. Markov Proceedings of 2002 International Symposium on Physical Design April 2002

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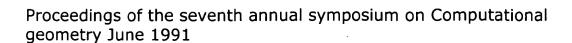
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